Wii™

Resident Evil

MATURE 17+

M

CONTENT RATED BY ESRB

SEGA®

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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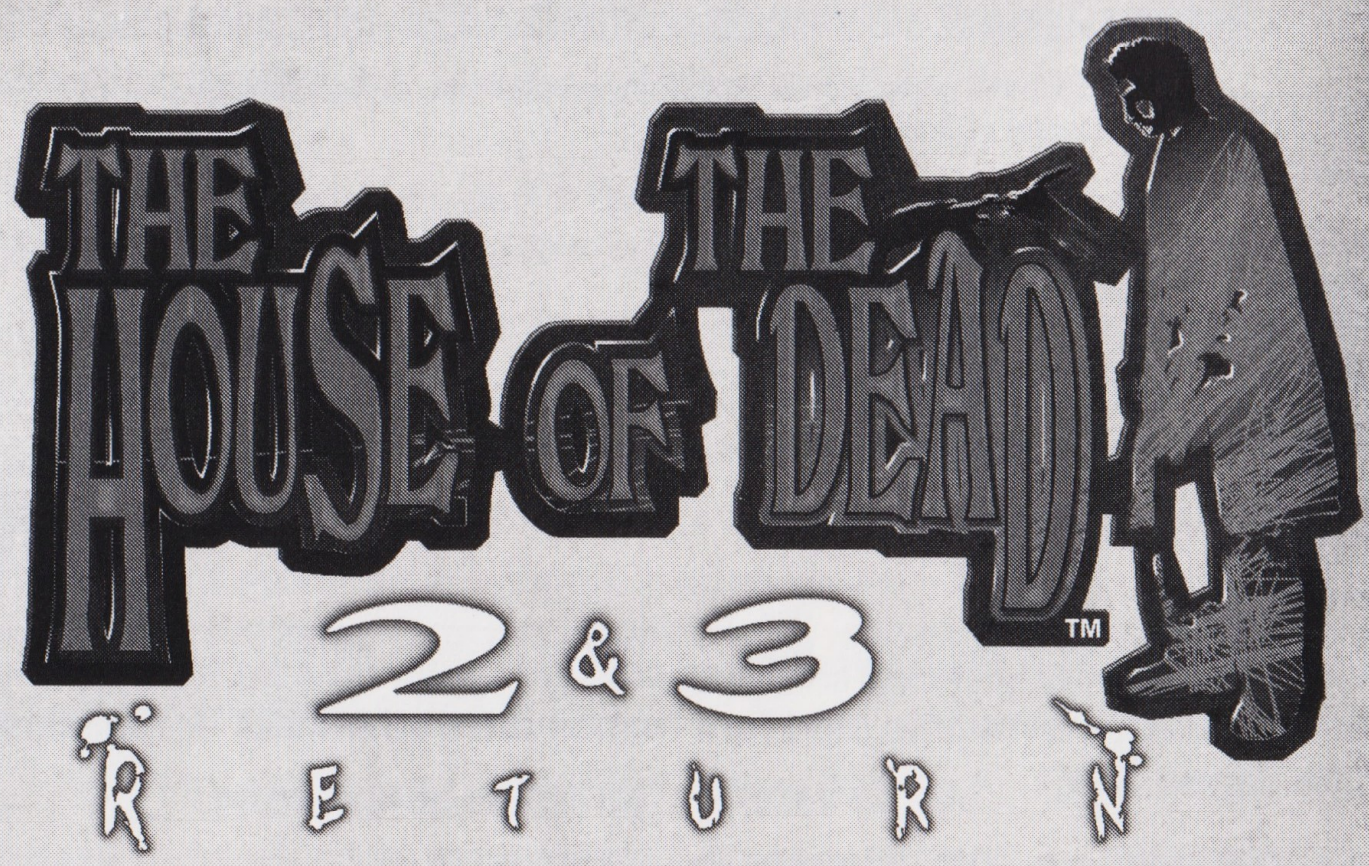
Thank you for purchasing THE HOUSE OF THE DEAD™ 2 & 3 RETURN. Please note that this software is designed only for use with the Wii™. Be sure to read this instruction booklet thoroughly before you start playing.



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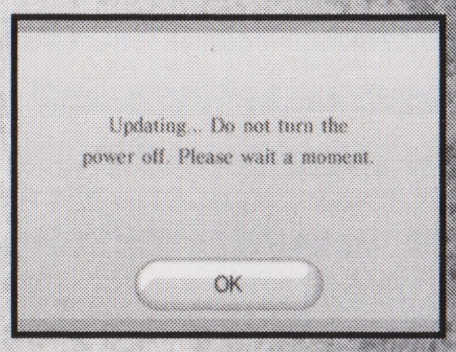
SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

Story

As a special agent in the AMS, you have full access to the top secret events that occurred as a result of Dr. Curien's daring scientific experiments. Please familiarize yourself with this very peculiar case.

December 1998
It is unclear if Dr. Curien's latest experiment was intended to wipe out mankind or whether it was a horrible accident. Agents Thomas Rogan and G were dispatched to the Curien mansion where they encountered Dr. Curien's "masterpiece" - a horrific creature named "Type00 Magician." Regrettably, the creature cost the doctor his life. The matter was resolved by Agents Thomas Rogan and G.

February 2000
Violent rioting was reported in a small town and Agents Gary and James were sent to stabilize the situation. Strange findings similar to those in the Curien case were found and traced to a man known only as Goldman. It is possible there is a link between the two cases. More evidence is needed.

2002
An urgent, official request was received from the government of an unspecified country; all available agents were sent to investigate "bizarre" occurrences. Soon after, more events of this nature were reported from several countries around the world.

2003
The events of 2002 were not in fact concluded and incidents with horrific creatures are now widespread around the globe. Paranoid citizens must be controlled, as disorder and chaos are commonplace. The cause of these events is still unknown, but the overall effects have been devastating on a global level.

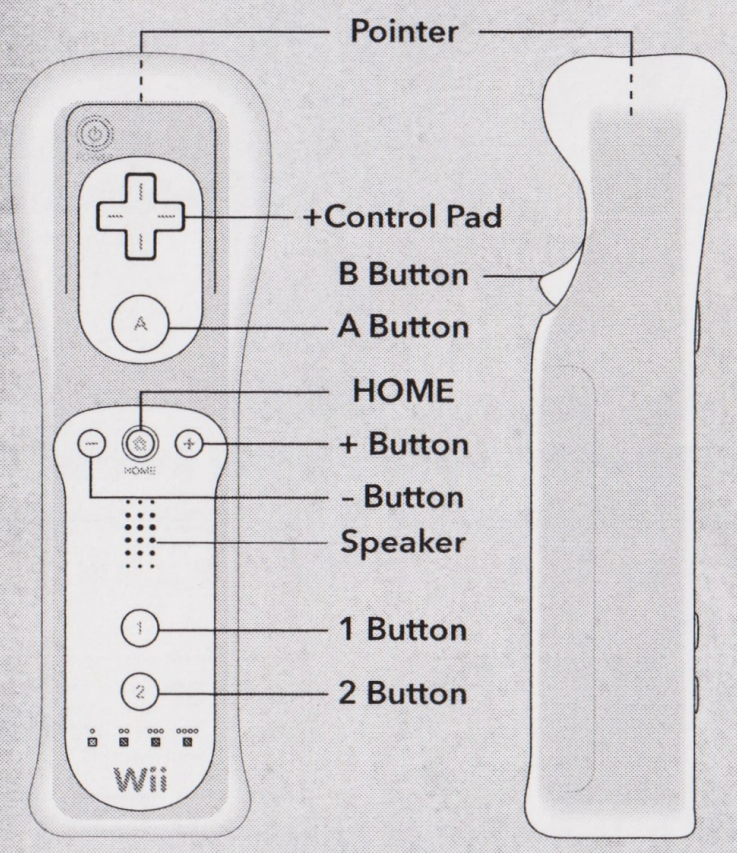
October 2019
Survivors identify the EFI Research Facility as the force behind the world collapse. Recognizing the urgency of the situation, AMS authorities send in former agent Thomas Rogan. Within moments, however, all contact is lost with Agent Rogan. A non-stop search is in progress.

October 31, 2019
Agent G and Lisa Rogan, daughter of Thomas Rogan, are dispatched to the EFI Research Facility where they encounter apocalyptic conditions. Astonishing facts, previously concealed, lead them to an unexpected confrontation and a conclusion that will change everything. Details cannot be revealed at this time.

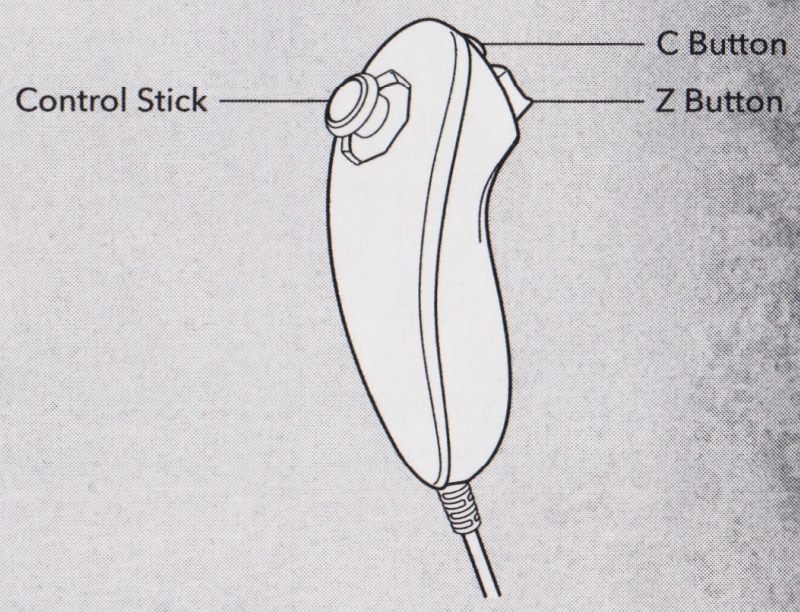
Controls

This game is played using the Wii Remote™ alone or with the Nunchuk™. See the Wii instruction booklet for details on how to connect the Wii Remote and the Nunchuk. Note also that the Wii Remote will provide audio and rumble functionality which can be adjusted from the HOME Menu.

Wii Remote



Nunchuk



BUTTON ASSIGNMENTS

When using the Wii Remote alone, the controls are as follows:

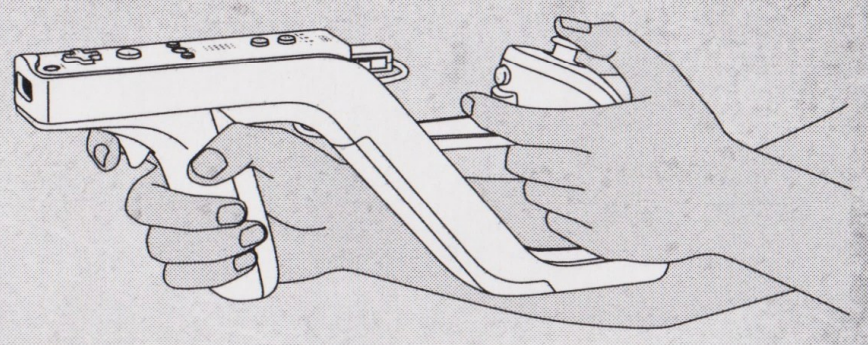
BUTTON	MENU SCREEN	DURING THE GAME
Pointer	*- not used -*	Aim/Reload (see next page)
+Control Pad	Select Menu item	*- not used -*
A Button	Enter selection	*- not used -*
B Button	Enter selection	Shoot
1 Button	Exit	Skip events
+ Button	*- not used -*	Pause the Game
– Button	Exit	Skip events
HOME	HOME Menu	HOME Menu

With Nunchuk Style, the following controls are also available (in addition to the controls with Wii Remote):

BUTTON	MENU SCREEN	DURING THE GAME
Control Stick	Select Menu item	*- not used -*
C Button	Exit	Skip events
Z Button	Enter selection	Shoot (while holding B Button)

ZAPPER STYLE

This game is also designed to be played with the Wii Zapper™ from Nintendo. See the Wii Zapper instruction booklet for details on how to attach the Wii Remote and the Nunchuk to the shell of the gun accessory.



Here are the controls in Zapper Style:

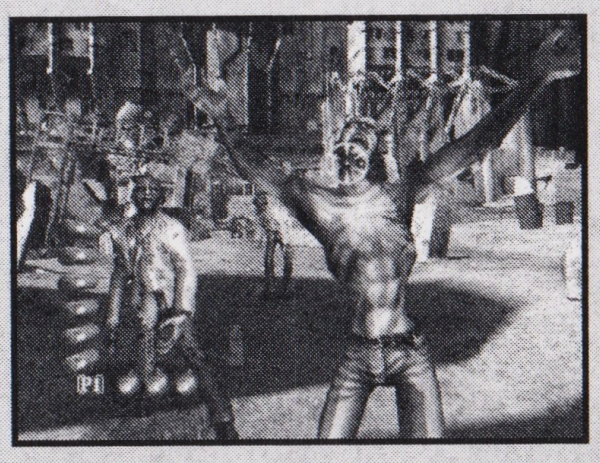
BUTTON	MENU SCREEN	DURING THE GAME
+Control Pad	Select menu Item	*- not used -*
Control Stick	Select menu Item	*- not used -*
A Button	Enter selection	*- not used -*
B Button	Enter selection	Shoot
C Button	Exit	Skip events
Z Button	Enter selection	Shoot*
1 Button	Exit	Skip events
+ Button	*- not used -*	Pause the Game
– Button	Exit	Skip events
HOME	HOME Menu	HOME Menu

✷ To shoot using the Z Button, you must press and hold the B Button first.

AIMING AND RELOADING

During the game, a target cursor will appear when you point your Wii Remote towards the TV screen. This target will be used to aim at the enemies. To aim, simply point the Wii Remote towards the desired area.

If you run out of ammunition, you can reload by aiming off the screen.



PAUSE MENU

Press the + Button during the game to pause the game and open the Pause Menu. You can either press the + Button again to resume the game, or select from the following menu items:

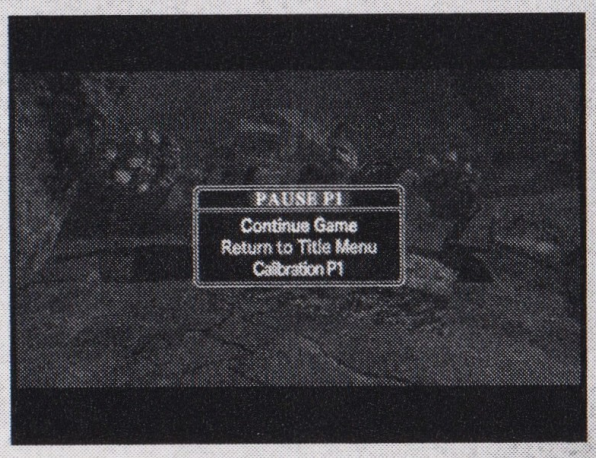
Continue Game. . . . . Resume gameplay.

Return to Title Menu. . . Quit the game.

Calibration P1 . . . . . Calibrate Player 1's Controller.

Calibration P2 . . . . . Calibrate Player 2's Controller.

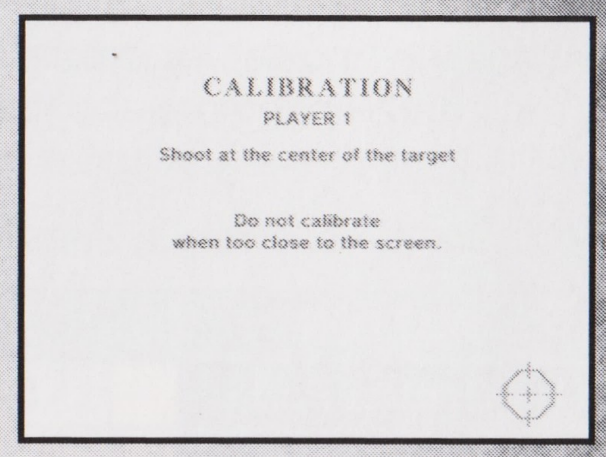
✷ Only the player who paused the game can calibrate his/her controller.



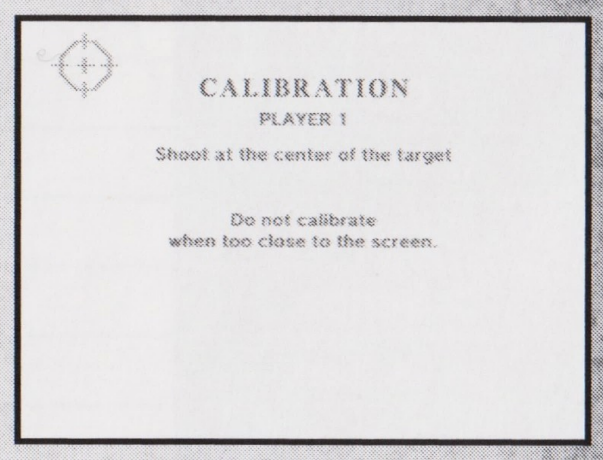
Controller Calibration

The calibration of the controllers is performed separately for Player 1 and Player 2. You can access the Calibration Screen from the Options Screen (p.19) or from the Pause Menu during the game.

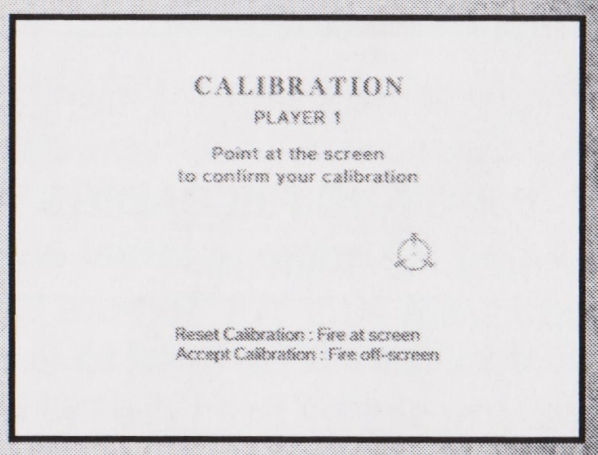
STEP 1
Point the Wii Remote/Wii Zapper at your television screen. A target will be displayed at the lower right corner of the screen. Aim and shoot at it.



STEP 2
Next, the target will be displayed at the top left corner of the screen. Aim and shoot at it.

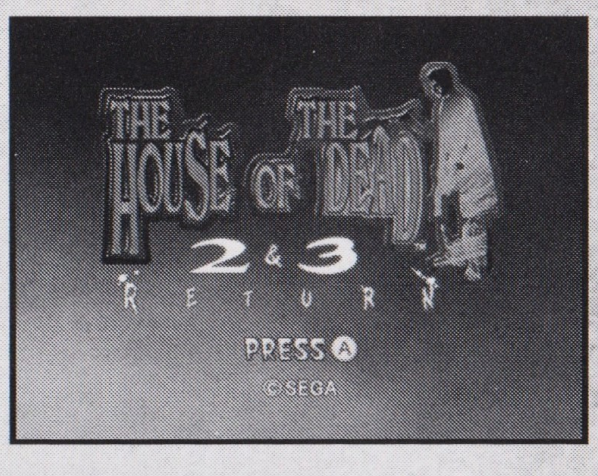


STEP 3
When you point at the screen, the target cursor will move towards wherever you aim within the screen. Point off-screen, and the target cursor disappears. Aim off-screen and shoot to confirm and exit. If you don't confirm, aim at the screen and shoot to repeat the steps.

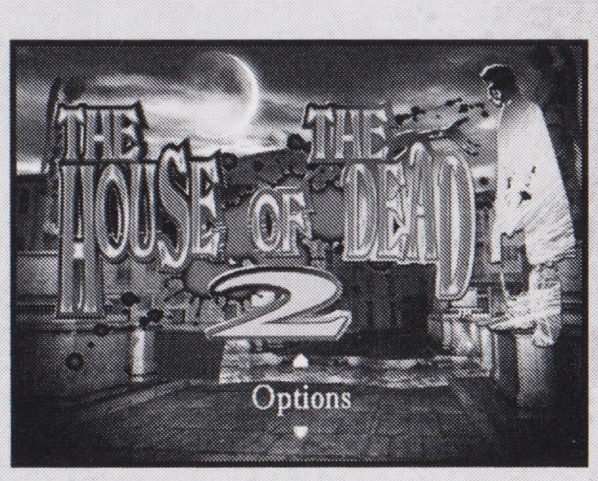


Starting the Game

Press the A/B/Z Button to display the Game Select Menu. Use the +Control Pad/Control Stick up/down to select the game to play (**THE HOUSE OF THE DEAD 2** or **THE HOUSE OF THE DEAD III**). From the Main Menu of the selected game, use the +Control Pad/Control Stick up/down to select the mode.

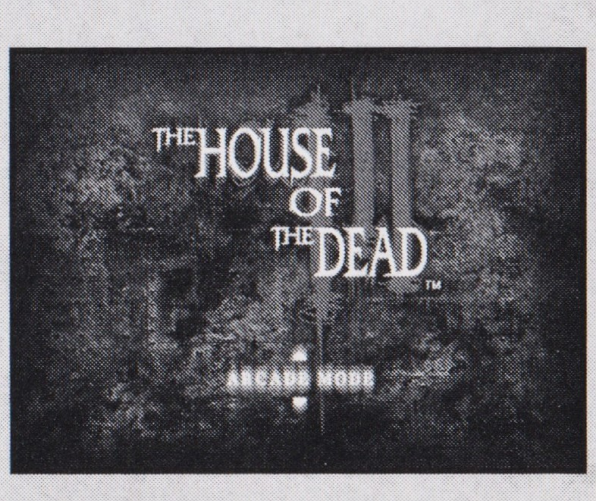


THE HOUSE OF THE DEAD 2 8
- Arcade Mode 9
- Original Mode 10
- Boss Mode 11
- Training Mode 12
- Items 13
- Rankings 18
- Tutorial Movies 18
- Options 19



✸ Select **Exit the HOUSE OF THE DEAD 2** to return to the Game Select Menu.

THE HOUSE OF THE DEAD III 14
- Arcade Mode 16
- Time Attack 17
- Items 18
- Rankings 18
- Tutorial Movies 18
- Options 19



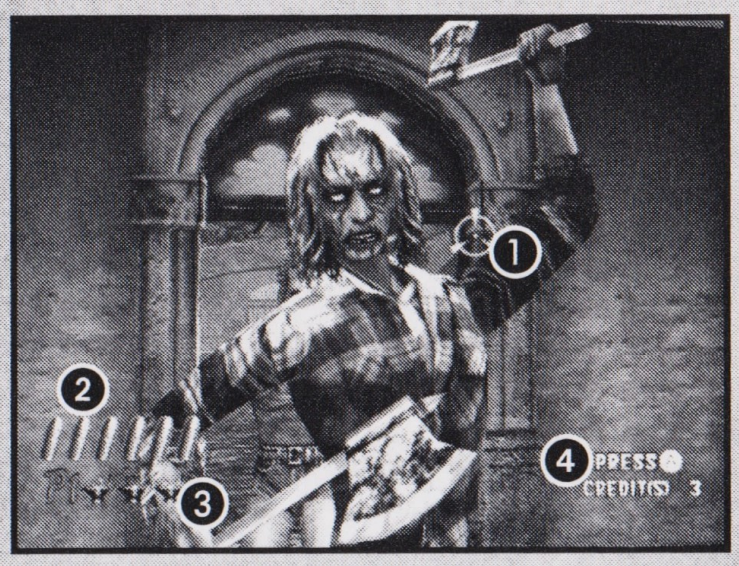
✸ Select **Exit THE HOUSE OF THE DEAD III** to return to the Game Select Menu.

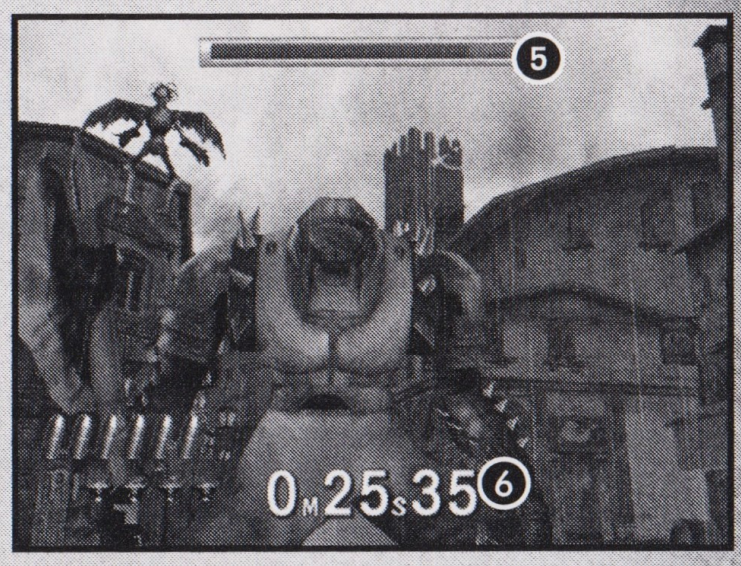
NOTES ON TWO-PLAYER PLAY

Some modes can be played with two players together as a team. To start the two-player play, have Player 1 start the game, then Player 2 press the A Button to join in. The Continue Credits will be shared by both players.

THE HOUSE OF THE DEAD 2

GAME SCREEN





❶ Target Cursor
Indicates where you are aiming.

❷ Remaining Bullets
The number of bullets left. Reload before you run out!

❸ Life
This is reduced when you take damage or mistakenly harm a civilian. Life increases with special items. When your Life runs out, the Continue Message will be displayed.

❹ Credit(s)
The number of available Continues. When all Credits have been used up, the game is over.

❺ Boss Life Gauge
This gauge falls when the boss takes damage. When the gauge reaches zero, the boss is defeated.

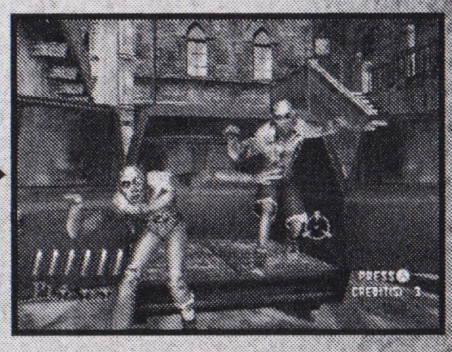
❻ Time
Shows the time taken to defeat the boss during the Boss Mode (p.11).

✷ With two-player play, the Bullets and Life for Player 2 will be displayed on the right side of the screen.

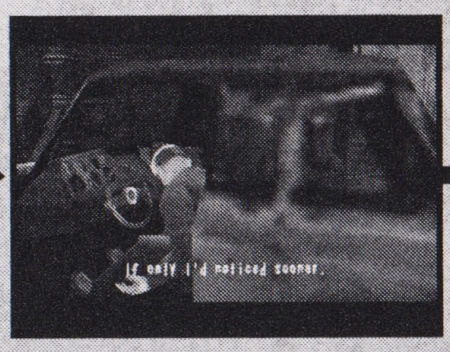
BRANCHING STORY SYSTEM

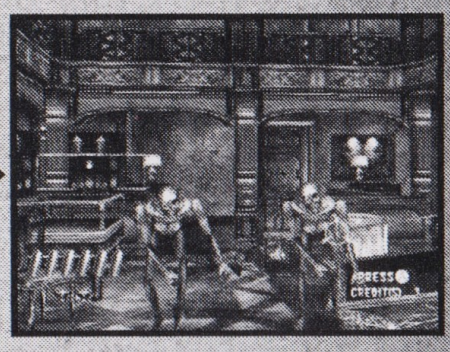
This game uses a "branching story system" in which the course of events is affected by the actions taken by the player. Consequently, even the most veteran players can find something new in the course of gameplay.

For Example:
Townspeople are being attacked by zombies!



Rescue succeeds!





Rescue fails...

Arcade Mode

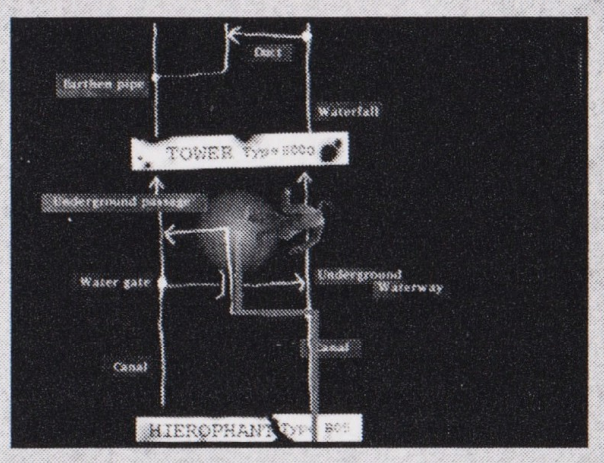
This mode is a faithful reproduction of the arcade version of THE HOUSE OF THE DEAD 2.

GETTING STARTED
Select Arcade Mode from the menu screen and press the A/B/Z Button. The game starts after the opening sequence.

CONTINUE/GAME OVER
When your Life runs out, the Continue Message will be displayed. You may continue by pressing the A/B/Z Button before the count reaches zero. But when you run out of Credits, the game is truly over!

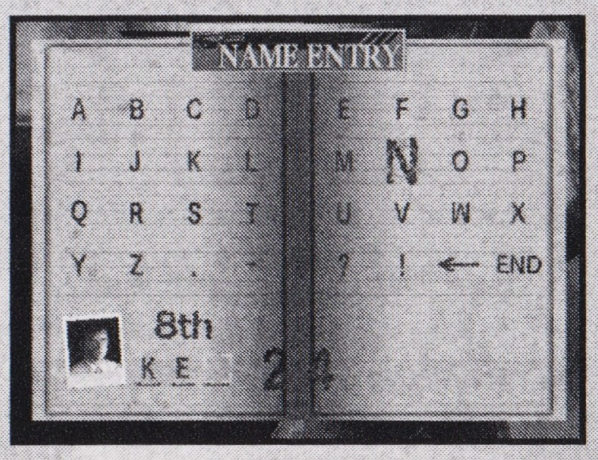
- You can quicken the count by pressing 1/–/C Button.

THE PATH SCREEN
After the game is over, the Path Screen is displayed and the courses you have followed so far are shown.



SCORE SCREEN/GAME CLEAR SCREEN
Once a Chapter has been cleared, the Score Screen is displayed, and the following statistics are shown. When all Chapters have been cleared, you will be judged on your overall performance.

HI-SCORE ENTRY
The Name Entry Screen is displayed if your record in Arcade, Original or Boss Mode is among the top ten. Enter three letters for your name before the count reaches zero. Select "←" to return to the previous letter. Select **END** to register your name.

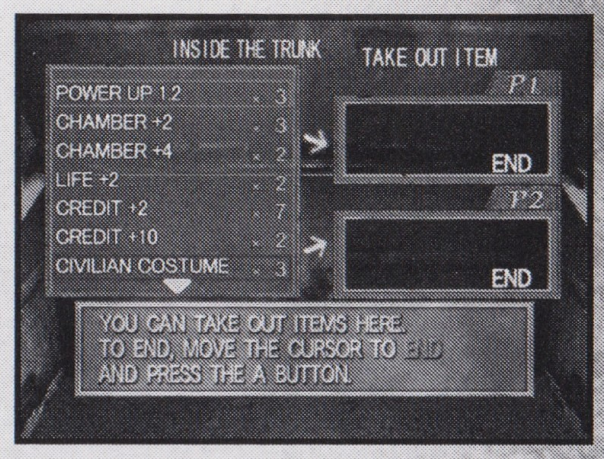


Original Mode

Collect items to help you clear the levels. Original Mode is ideal for anyone who feels that the Arcade Mode is too difficult.

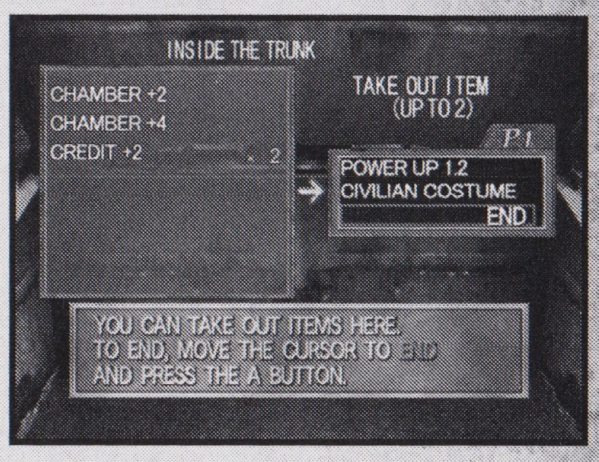
ITEM SELECTION SCREEN

Use this screen to choose which items to equip. With one-player play, up to two items may be carried at once. With two-player play, each player can carry only one. Use the +Control Pad/Control Stick up/down to select items from the Trunk and press the A/B/Z Button to move items to the Equipped Items Window.



When the allowed number of items have been selected, the cursor moves to **END**. To change the item currently equipped, use the +Control Pad/Control Stick up/down to select an item and press the A/B/Z Button to return the item to the Trunk.

✷ Once the item is used, it will disappear from the list the next time you play.



USING ITEMS TOGETHER

Some items reveal extraordinary characteristics when used together, but some items cannot be used together (in which case the message "THESE ITEMS CANNOT BE COMBINED" is displayed). Try to figure out which combinations work best!

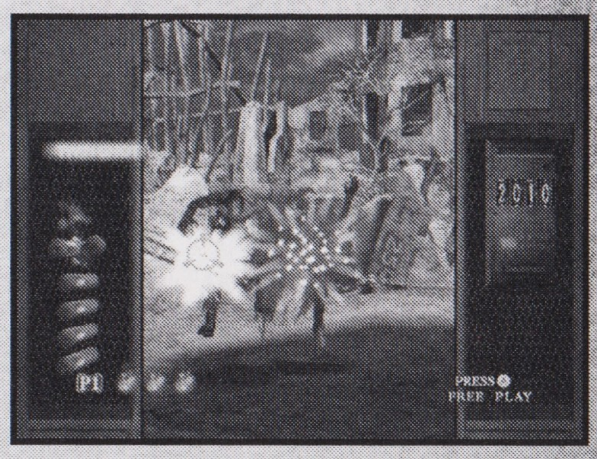
OBTAINING ITEMS

Items are hidden in barrels, drums, and other locations. Shoot containers to reveal items, then shoot an item to obtain it. Items obtained are stored in the trunk.

PLAY THE MINI-GAME TO EARN ITEMS

If a certain requirement is met, you will play a Mini-Game immediately after you start up the system with THE HOUSE OF THE DEAD 2 & 3 RETURN disc and select THE HOUSE OF THE DEAD 2 from the Game Select Screen. Fight off the zombies and you will earn items that can be used in the Original Mode.

The mini-game may be skipped by pressing 1/–/C Button.



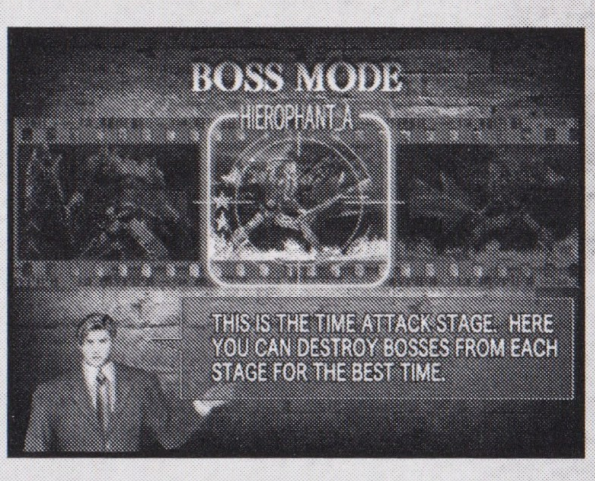
Boss Mode

Take on the bosses of each Chapter and destroy them in the shortest time possible. This mode is for one player only.

BOSS SELECTION SCREEN

Use the +Control Pad/Control Stick left/right to select a boss. If the selected boss has multiple stars, use the +Control Pad/Control Stick up/down to select the amount (see below). The more stars a boss has, the more difficult it will be to defeat them. Press the A/B/Z Button to begin a boss fight.

Press the 1/–/C Button to exit the mode.



JUDGMENT	Chapter 1 Boss
HIEROPHANT A/B	Chapter 2 Boss
TOWER A/B	Chapter 3 Boss
STRENGTH A/B	Chapter 4 Boss
MAGICIAN	Chapter 5 Boss

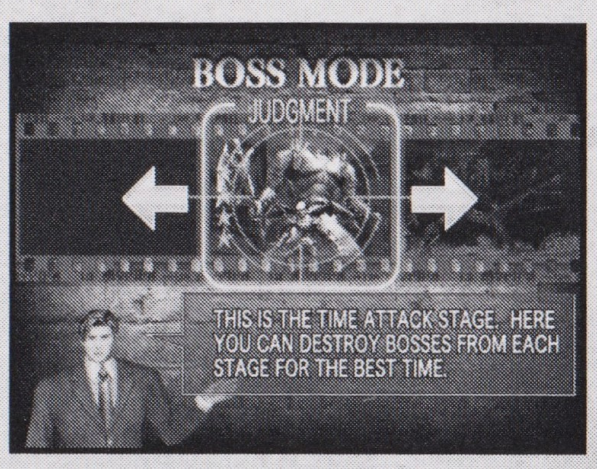
- The location at which the A/B bosses will appear varies according to the route that you take during Arcade Mode or Original Mode.
- Additional selections become available, if certain requirements are met.

GAME OVER

The game ends when your character runs out of Life. There are no Continues in this mode.

INCREASING STARS

The number of stars indicates the highest difficulty level of the Boss selected. When selecting the session, choose the number of stars for the difficulty level you wish to play in. If you defeat the boss at their highest level of difficulty, another star will be added. The five red stars indicate that you have successfully cleared the Boss at their most difficult level.



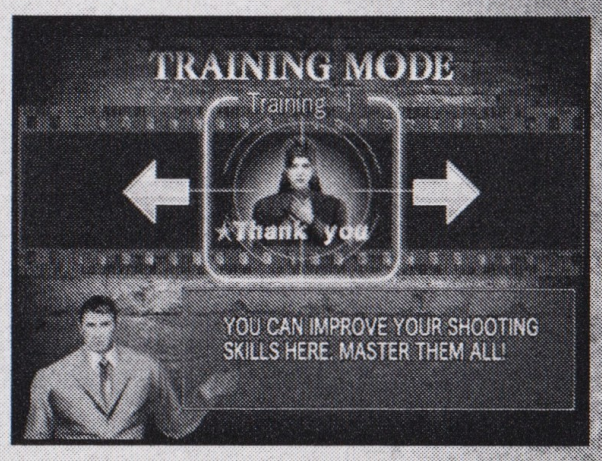
Training Mode

Hone your gameplay techniques in this mode. The techniques you practice range from the basics to advanced tactics. This mode is for one player only.

TRAINING SELECTION SCREEN

Use the +Control Pad/Control Stick left/right to select a training session. James will describe the type of training. If there are two or more stars for the selected training, use the +Control Pad/Control Stick up/down to choose between them. Press the A/B/Z Button to start the training. When you enter the Training Mode for the first time, only **Training 1** is available.

Press the 1/–/C Button to exit the mode.



TRAINING CLEAR/CONTINUE

After a training session is cleared, the message "Success" will be displayed. Press the A/B/Z Button to return to the Training Selection Screen. If the training is not cleared, the Continue Screen will appear. Use the +Control Pad/Control Stick left/right to select one of the following options:

AGAIN . . . Try again.

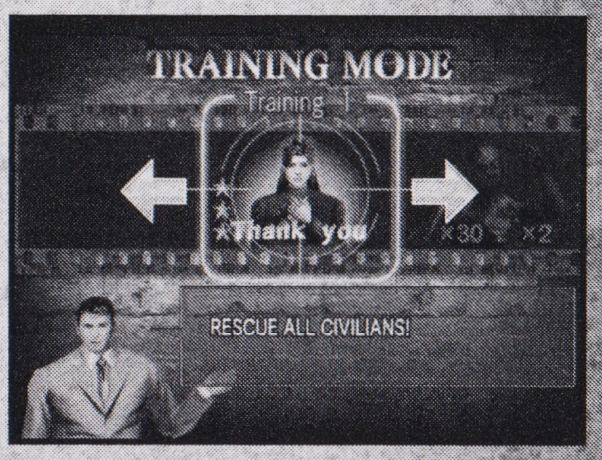
QUIT . . . . Quit the training and return to the Training Selection Screen.

INCREASING TRAINING SESSIONS AVAILABLE

If you clear the most advanced training session available, more training sessions will be unlocked.

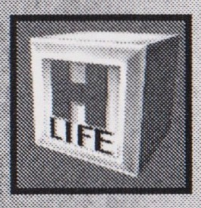
INCREASING STARS FOR A SESSION

Clear a training session and a star like the one on the lower right will appear. The stars indicate the difficulty level — difficulty increases with the number of stars. Clear a training session at the highest difficulty level currently available to increase the number of stars for that session.



Items

There are various items to be found in the Arcade Mode and Original Mode. Here is an introduction to some of the items:



First Aid Kit

ARCADE **ORIGINAL**

Adds one more Life.

Gold Coin

ARCADE **ORIGINAL**

Bonus points.

Gem

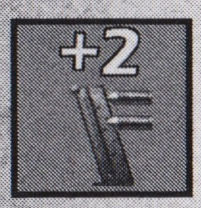
ARCADE **ORIGINAL**

Bonus points.

Golden Frog

ARCADE **ORIGINAL**

Bonus points.



Chamber +2

ORIGINAL

Two more bullets are added to the magazine.

Credit +2

ORIGINAL

Get two more Credits.

Power Up 1.2

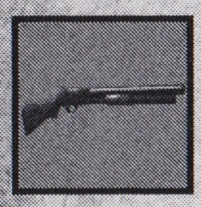
ORIGINAL

The normal power of the bullets are increased by 1.2.

Amy Costume

ORIGINAL

The player's character will become Amy.



Shotgun

ORIGINAL

Bullets spread to hit a wider target area.

Machine Gun

ORIGINAL

Automatically fires six bullets every time the trigger is pulled.

EXPLANATION OF THE TAGS

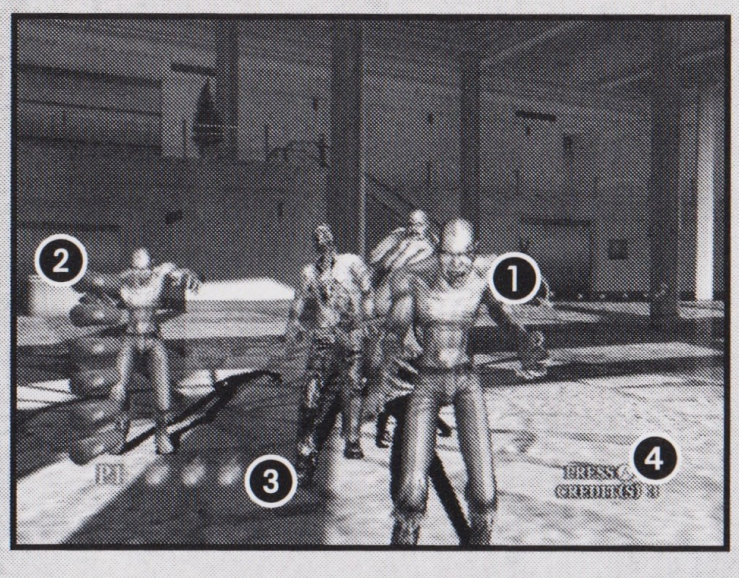
ARCADE An item found in Arcade Mode.

ORIGINAL An item found in Original Mode.

✸ The Power-Up Items found in Original Mode cannot be used in Arcade Mode.

THE HOUSE OF THE DEAD III

GAME SCREEN



❶ Target Cursor
Indicates where you are aiming.

❷ Remaining Shells
The number of shells left. Reloading refills the gun with the maximum number of shells.

❸ Life
This is reduced when you take damage from zombies. Life increases with special items and on the successful completion of "Teamwork Events" (see p.15). When all Life runs out, the Continue Message will be displayed.

❹ Credit(s)
The number of available Continues. When all Credits have been used up, the game is over.

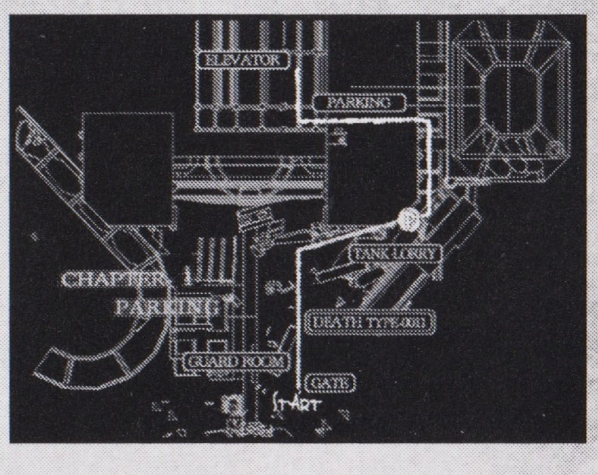
❺ Boss Life Gauge
Decreases when the boss takes damage. When the upper gauge reaches zero, the boss is defeated. The lower gauge falls when specific targets are hit, and once the lower gauge reaches zero, the boss' attack can be stopped if you drain his health before the next attack.

❻ Time
Displayed when playing in Time Attack Mode, indicating the time remaining. The game ends when the time reaches zero. Time decreases when you take damage from monsters and increases when creatures are destroyed quickly, as items are acquired, and after the successful completion of "Teamwork Events" (see p.15).

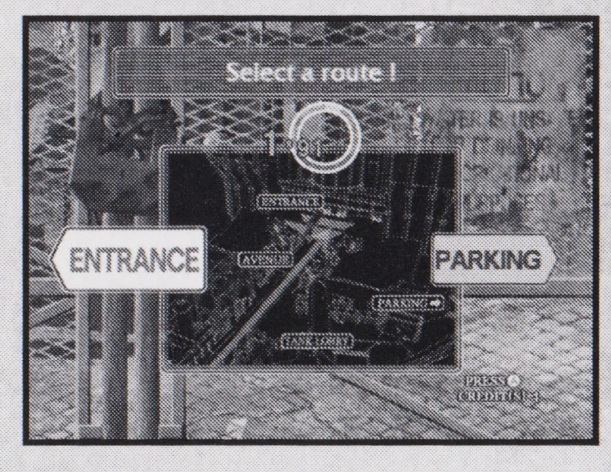
✷ With two-player play, the Shells and Life for Player 2 will be displayed on the right side of the screen.

BRANCHING STORY SYSTEM

The course of the game is affected by the actions taken by the player. The story changes based on the course chosen. Discover the whole story by playing through all possible paths!



The system differs from THE HOUSE OF THE DEAD 2 in that you will be asked to select a route at a point where the branching occurs. To select, either point at the route to take, or use the +Control Pad/Control Stick to highlight the route. Press the A Button or shoot to proceed with the route.



TEAMWORK EVENTS

In the course of the game, players working side by side will sometimes find themselves in dangerous situations. When, for example, one player is trapped by zombies, it is up to the remaining player to defeat the zombies before their partner is attacked. Rescuing your partner will result in a bonus. In Arcade Mode, you will both receive another Life, while in Time Attack Mode, you both receive more time.

- Even if the player in trouble is attacked before he/she can be rescued, he/she will not die, nor will his/her current time be reduced.
- Your shots will not harm the player in trouble.

Defeat the zombies with the **DANGER** mark to carry out a successful rescue.

Arcade Mode

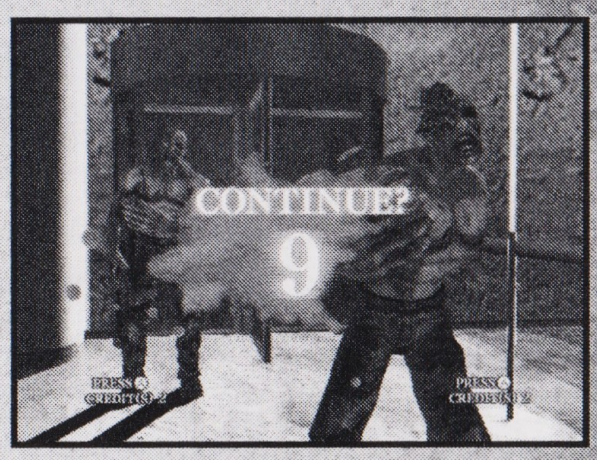
This mode is a faithful reproduction of the arcade version of THE HOUSE OF THE DEAD III. Clear all Chapters without using up your Life. Life decreases when you are attacked by zombies, and it increases when Life Bonuses and First Aid Kits are picked up or events are successfully completed.

GETTING STARTED

Select Arcade Mode from the Menu Screen and press the A/B/Z Button. The game starts after the opening sequence.

CONTINUE/GAME OVER

When your Life has been spent, the Continue Screen will be displayed. You may continue by pressing the A/B/Z Button before the count reaches zero. But when you run out of Credits, the game is truly over!



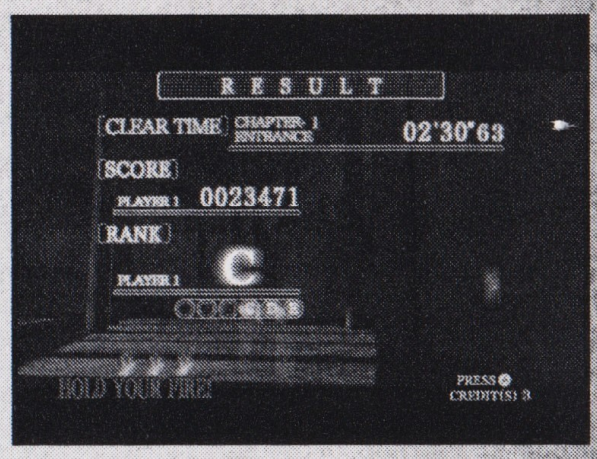
THE RESULT SCREEN

Between Chapters a Result Screen is shown, indicating your rank for each Chapter. Life Bonuses are awarded for a high ranking. When all Chapters have been cleared, your overall rank will be shown.

CLEAR TIME . . Time Taken to clear the Chapter.

SCORE . . . . . . Total Score.

RANK. . . . . . Rank for the Chapter.



HI-SCORE ENTRY

The Name Entry Screen is displayed if your record in Arcade or Time Attack Mode is among the top ten. Enter three letters for your name before the count reaches zero. Select "←" to return to the previous letter. Select **END** to register your name.

Time Attack

In Time Attack Mode, you must get as far as possible within the time allotted. Taking damage from monsters decreases the time remaining, while defeating monsters and successfully completing Teamwork Events increases it. Make the most of time bonuses. And remember, defeating zombies quickly is the key!

TIME ATTACK MODE RULES

- Only one Credit is provided, and there are no Continues.
- This mode is for one player only.
- Initial starting time is 30 seconds.
- Difficulty level is **NORMAL**.

A TIME INCREASE IS AWARDED FOR

- Defeating a zombie.
- Completing a Teamwork Event.
- Obtaining an item (Clock).
- Receiving a "high rank" on the Results Screen at the end of the Chapter.

THE RESULT SCREEN

Between Chapters a Result Screen is shown, indicating your rank for each Chapter. Life Bonuses are awarded for a high ranking. When all Chapters have been cleared, your overall rank will be shown.

TOTAL TIME PLAYED . . Total time played.

RANK. . . . . Rank for each Chapter.

SCORE . . . . . The final score you have obtained.

TIME LEFT . . . . . Time remaining when the game was completed.

TOTAL RANK. . . . . Final overall rank.

DR. CURIEN'S ANALYSIS Dr. Curien gives you an analysis and comments on your gameplay.

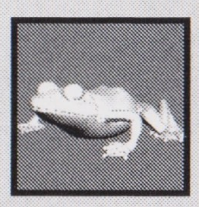
Items

Oil drums and cardboard boxes that appear in the game sometimes contain hidden items. Shoot them one or more times to reveal the item, then shoot again to obtain it.

First Aid Kit
Pick this up to add one Life.

Clock
Increases the time remaining during Time Attack Mode.

Gold Coin
Adds 300 bonus points per coin.



Golden Frog
Adds 1,000 bonus points.

Twisted Coin
Adds 200 bonus points.

Mini Magician
Adds 2,000 bonus points.

Mecha Zombie
Adds 3,000 bonus points.

Crystal Coin
Earn bonus points, which increase with each consecutive hit. (1 coin = 100 points; up to a maximum of 1,500 points can be obtained with consecutive hits).

Rankings

Rankings can be accessed from either game. It will show the top ten rankings for Arcade, Original, and Boss Modes (separately for each Boss) in THE HOUSE OF THE DEAD 2, and for Arcade and Time Attack Modes in THE HOUSE OF THE DEAD III. Use the +Control Pad/Control Stick left/right to change pages. Press the 1/–/C Button to return to the Main Menu Screen.

ARCADE MODE RANKING
[RANK] [NAME] [SCORE] [CLEAR TIME]
1st S TFF 80000 25"00"00
2nd A JIN 75000 26"00"00
3rd A SNB 70000 27"00"00
4th B HOR 65000 28"00"00
5th B OMO 60000 29"00"00
BACK
NEXT

Tutorial Movies

If you play the Arcade Mode of either game for the first time, a Tutorial Movie will be played before the game. If a certain requirement is met, another Tutorial Movie will be played the next time you play the game. These movies can be watched later by selecting **Tutorial Movies** from the Main Menu Screen of either game.

Options

You can change various settings of the game. Use the +Control Pad/Control Stick up/down to select the menu item, and press the A/B/+/Z Button to enter. Use the +Control Pad/Control Stick left/right to change the value of the selected menu item. Select **DEFAULT** to return all settings to their default value. Select **EXIT** to exit to the previous screen with changes.

CALIBRATION
Adjust your aim. Select who will adjust the aim, Player 1 or Player 2. Then follow the direction on p. 6 to adjust your aim.

GAME SETTINGS
Change settings for the current game.

DIFFICULTY . . . .Select a difficulty level for the game.

LIFE . . . . . .Set the initial amount of Life.

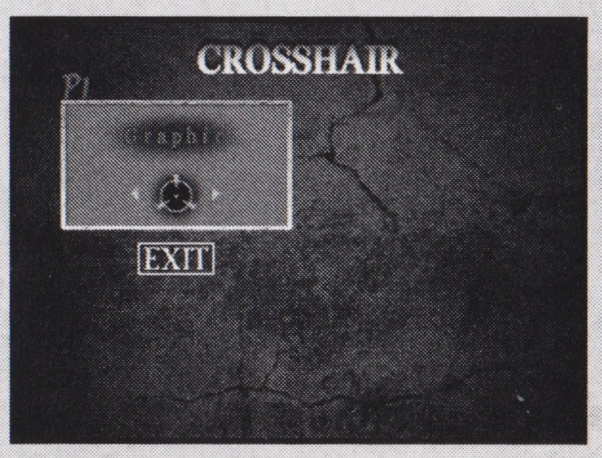
CREDIT(S) . . . . . .Set the number of Credits.

BLOOD COLOR. .Set the color of zombie blood.

VIOLENCE. . . . . .Set the level of violence. (Not available for THE HOUSE OF THE DEAD 2).

✸ If you either clear the game or meet certain requirements, additional difficulty levels (Very Easy and Very Hard) and amount of Life (up to five) and Credits (up to nine) become available.

CROSSHAIR
Each player can change the appearance of the target mark. For added challenge, try selecting **DISABLE** to play without the target mark.



SOUND
Adjust the volume level of the game:

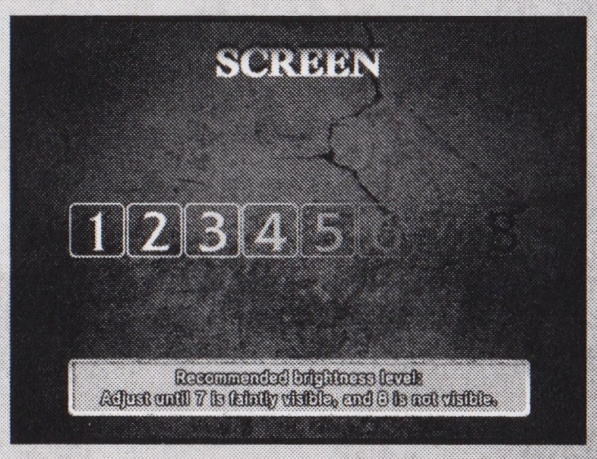
BGM . . . . . .Music volume.

SFX . . . . . .Sound effect volume.

VOICE . . . . . .Voice volume.

✸ The sound setting of the speaker and rumble functionality of Wii Remote are adjusted in the HOME Menu.

SCREEN
When this is selected, a test pattern will be displayed. Manually adjust the brightness level of your television screen for better performance. Press any button to exit.



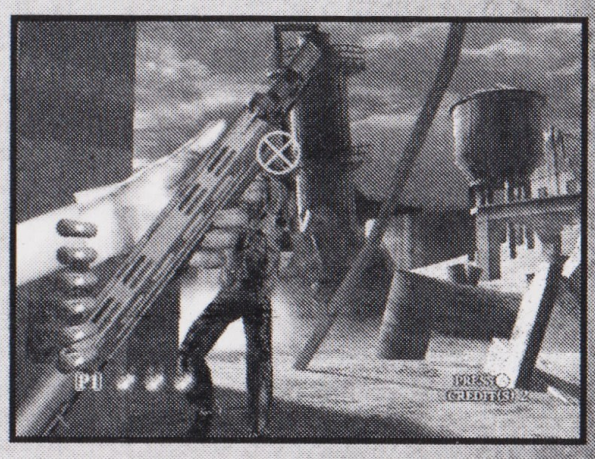
Tips for AMS Rookie Agents

Agent G here. Welcome to AMS. Let me give you some advice, rookie. It's rough out there, but if you keep these points in mind and hone your skills, you might just get through this alive.

1. Strategize who to shoot first
When enemies attack you, don't just blast them randomly. Look at where they're coming from and what they're doing, and decide which enemy to shoot first. Don't forget, shooting at the closest enemy first isn't necessarily the right call.

2. Aim for their weakest point
The weak point of any zombie is its head. Go for a headshot whenever possible. Even the most persistent zombie can't shrug off a bullet between the eyes.

3. Choose carefully when to reload
While reloading, you cannot shoot. Consider how many rounds of ammo you have left and try to determine when you have a window to reload. Keep a cool head and you'll be fine.



Also, if you clear both THE HOUSE OF THE DEAD 2 and THE HOUSE OF THE DEAD III, a brand new mode will become available. What is this new mode? Go and find out! We wish you good luck.

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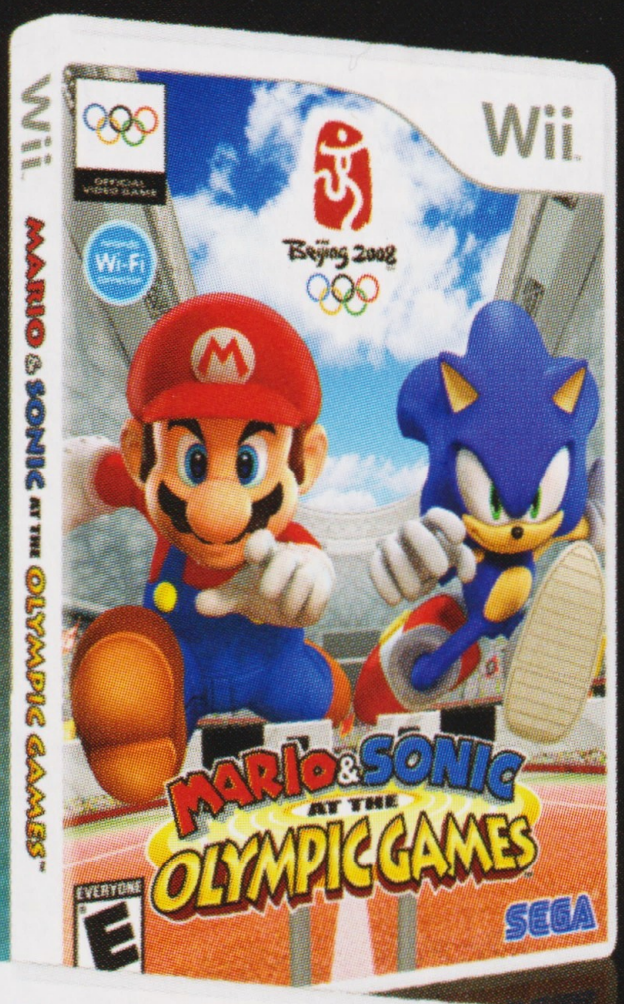

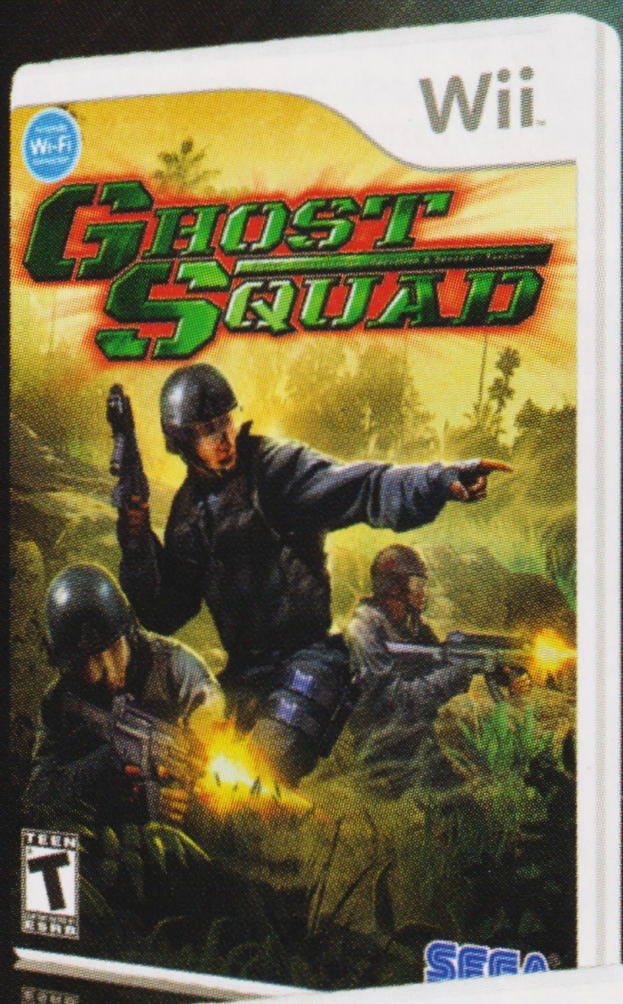

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